Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A method for making a colorful ~~three-dimensional~~ three-dimensional model comprising steps of:

inputting ~~three-dimensional~~ three-dimensional original measured data;

reconstructing mesh models with regular data;

abstracting color information;

harmonizing color of texture images; [[;]] and

pixel blending to overlapped texture images between the mesh models.

Claim 2 (original): The method as claimed in claim 1, wherein the mesh model reconstructing step comprises:

selecting a generic model according to the original measured data;

adjusting dimension and spatial position of the generic model to overlap with the original measured data; and

mapping data of the generic model with the original measured data to deform the generic model data to be close to the original measured data.

Claim 3 (currently amended): The method as claimed in claim 1, wherein the color abstracting step is to establish texture-mapping relationship between ~~two-dimensional~~ two-dimensional image of the original measure data and the generic model, which comprises:

seeking mapping points of mesh points of the generic model on the original measured data and triangles having the mapping points;

calculating corresponding texture coordinates of the mapping points; and

checking continuity of the triangles on the texture images.

Claim 4 (currently amended): The method as claimed in claim 1, wherein the

color harmonizing step comprises:

rearranging sequence of measured data according to the overlapped relationship and the magnitude of the overlapping area to be $M'=\{M'_1,M'_2,...,M'_n\}$, wherein M'_n represents data consisting of n ~~three-dimensional~~ three-dimensional mesh models M';

calculating color adjustment A_i (i=1,2,3...n) of the texture image of each original measured data; and

adjusting color average of the overlapped area.

Claim 5 (currently amended): The method as claimed in claim 2, wherein the color harmonizing step comprises:

rearranging sequence of measured data according to the overlapped relationship and the magnitude of the overlapping ~~areat~~ area to be $M'=\{M'_1,M'_2,...,M'_n\}$, wherein M'_n represents data consisting of n ~~three-dimensional~~ three-dimensional mesh models M';

calculating color adjustment A_i (i=1,2,3...n) of the texture image of each original measured data; and

adjusting color average of the overlapped area.

Claim 6 (currently amended): The method as claimed in claim 3, wherein the color harmonizing step comprises:

rearranging sequence of measured data according to the overlapped relationship and the magnitude of the overlapping area to be $M'=\{M'_1,M'_2,...,M'_n\}$, wherein M'_n represents data consisting of n ~~three-dimensional~~ three-dimensional mesh models M';

calculating color adjustment A_i (i=1,2,3...n) of the texture image of each original measured data; and

adjusting color average of the overlapped area.

Claim 7 (cancelled)

Claim 8 (original): The method as claimed in claim 4, wherein A_i

$=(A_{i,1}\times W_{i,1}+....+A_i,A_{i-1}\times W_i,W_{i-1})/(W_{i,1}+...+W_{i,i-1})$

where W_i is mesh influenced weight value.

Claim 9 (original): The method as claimed in claim 5, wherein A_i $=(A_{i,1}\times W_{i,1}+....+A_i,A_{i-1}\times W_i,W_{i-1})/(W_{i,1}+...+W_{i,i-1})$

where W_i is mesh influenced weight value.

Claim 10 (original): The method as claimed in claim 6, wherein A_i $=(A_{i,1}\times W_{i,1}+....+A_i,A_{i-1}\times W_i,W_{i-1})/(W_{i,1}+...+W_{i,i-1})$

where W_i is mesh influenced weight value.

Claim 11 (cancelled)

Claim 12 (original): The method as claimed in claim 1, wherein the pixel blending step to the overlapped texture image comprises:

seeking the overlapped images covered by each triangle within overlapped areas;

calculating distances of vertices of each of the triangles within the overlapped areas to nearest edges of corresponding mesh; and

calculating pixel weight average to mapping area corresponding to each triangle.

Claim 13 (original): The method as claimed in claim 2, wherein the pixel blending step to the overlapped texture image comprises:

seeking the overlapped images covered by each triangle within overlapped areas;

calculating distances of vertices of each of the triangles within the overlapped areas to nearest edges of corresponding mesh; and

calculating pixel weight average to mapping area corresponding to each triangle.

Claim 14 (original): The method as claimed in claim 3, wherein the pixel blending step to the overlapped texture image comprises:

seeking the overlapped images covered by each triangle within overlapped areas;

calculating distances of distal points of each of the triangles within the overlapped areas to nearest edges of corresponding mesh; and

calculating pixel weight average to mapping area corresponding to each triangle.

Claim 15 (original): The method as claimed in claim 4, wherein the pixel

blending step to the overlapped texture image comprises:

seeking the overlapped images covered by each triangle within overlapped areas;

calculating distances of vertices of each of the triangles within the overlapped areas to nearest edges of corresponding mesh; and

calculating pixel weight average to mapping area corresponding to each triangle.

Claim 16 (original): The method as claimed in claim 8, wherein the pixel blending step to the overlapped texture image comprises:

seeking the overlapped images covered by each triangle within overlapped areas;

calculating distances of vertices of each of the triangles within the overlapped areas to nearest edges of corresponding mesh; and

calculating pixel weight average to mapping area corresponding to each triangle.

Claim 17 (cancelled)